HE-MAN AND MASTERS OF THE UNIVERSE

HE-MAN.ORG

The vilest... cruelest... most deadly... Tyrants... ghouls... and monsters... IN THE COSMOS!!

They are a vicious legion of intergalactic fiends led by SKELETOR—the most sinister demon of them all! And their conquest of the cosmos would be uncontested if not for one man...

...the champion of freedom and justice...

HE-MAN... THE STRONGEST MAN IN THE UNIVERSE

More powerful than an exploding volcano...
With reflexes faster than lightning...
Able to reduce a fiery comet into cosmic dust with his bare fists...

This is HE-MAN, the heroic crusader with strength greater than a thousand mortal men...With endless stamina...boundless courage...and razor-sharp senses to support his awesome physical power...

The exploits of He-Man are legend, but his true identity is shrouded in mystery. For unknown to anyone in Eternia (except He-Man's two most trusted friends) is the fact that He-Man is really PRINCE ADAM, the cavalier and fun-loving heir to the Royal Throne of Eternia. In direct contrast to He-Man's devotion to justice, Adam feigns a lack of concern for anything but his own entertainment and high lifestyle. Thus, no one would ever conceive that, in fact, He-Man and Prince Adam are one and the same!

THE ORIGIN OF HE-MAN

Before there was a He-Man, there was a Prince Adam. Born on the planet Eternia, Adam is the heir apparent to the royal throne...for he is the son of the Eternian KING MIRO and QUEEN MARLENA, both champions from separate worlds. From his mother, the famed astronaut of planet Earth whose love for the Eternian King made her Queen, Adam inherited a strong human physique, a passion for freedom, and a love for adventure. From his father, the majestic King of Eternia, Adam inherited the knowledge and strength of his warrior ancestors. A wild, head-strong child, Adam grew up in the Royal Palace of Eternia, and while Adam's parents were busy with their beneficent rule of the kingdom, the Prince was raised and taught the ways of the world by...

MAN-AT-ARMS, the crusty but benign leader of the royal guard. Yet, not even this tough-but-fair task-master could pull in the reins on the rambunctious heir. Adam's boisterous escapades and misadventures throughout the kingdom made him the "talk of all Eternia." And now, even in manhood, Adam shows no sign of change. Instead of behaving like dignified royalty, he continues to play the devil-may-care role of a young man interested only in having a good time.

While most Eternians looked upon Adam as sort of an inept but likeable buffoon, only Man-At-Arms was perceptive enough to notice the remarkable abilities to be found behind Adam's facade. For the Prince was smarter, more agile, stronger, and more muscular than any Eternian whom Man-At-Arms had ever known.

That's why it came as no surprise to Man-At-Arms when Prince Adam received a mysterious summons. Adam was walking through Eternia's Wind Forest when a falcon circled overhead screeching as if asking Adam to follow it. The falcon led Adam on a tortuous route through the woods to a clearing. Emerging from the trees, Adam looked up in awe. For there before him was the legendary CASTLE GRAYSKULL!

It was an ancient structure of unknown origin and was rumored to contain secrets to fabulous powers! But its Jaw Bridge Gate had been sealed shut for centuries, protecting Grayskull's secrets from all who would exploit them. Thus no human had ever entered the castle.

As Prince Adam looked on in amazement, the falcon magically tranformed into a beautiful SORCERESS. She told Adam that the circumstances of his birth had been foretold in legend. The spirits had chosen him as the one to share in Grayskull's secrets.

Then she made a magical gesture towards the Castle. The Jaw Bridge creaked and groaned, and then fell open at Adam's feet. And Adam passed over it and into the Castle...

Inside he was given a miraculous sword and a mission. By striking the sword against stone and uttering the phrase "By the power of Grayskull..." Prince Adam would be magically transformed into HE-MAN, THE STRONGEST MAN IN THE UNIVERSE! And the mission which Prince Adam pledged to fulfill was to use his new power for the good of others and to oppose SKELETOR and his evil MASTERS OF THE UNIVERSE!

With this awesome power and its accompanying responsibilities, the formerly carefree Prince found a purpose to life and a commitment in serving others. But even as he dedicated himself to this selfless pursuit of justice, he saw value in maintaining his cavalier image to hide the secret of He-Man. Thus, to all but two Eternians he remained...

PRINCE ADAM

The carefree, happy-go-lucky Prince of Eternia, known to all on his home planet as a rousing free spirit who lives a fun-loving life to its fullest. The daily problems of the royal ship of state mean nothing to this charming rogue. He's brash, bold, and, to the chagrin of his parents, completely irresponsible. They hope he'll grow out of it, but he seems to have developed a natural appetite for fun and amusement. From the royal court to the distant island states of Eternia, the escapades of Adam have become legend. He constantly lands himself in the most embarrassing predicaments. The people of Eternia are actually quite fond of the good-natured Prince and are amused by his antics. However, the King is not amused, particularly when he has had to send regiments of royal guards to retrieve his errant heir!

On his many sojourns, Prince Adam's over-enthusiastic behavior helps to hide his true goal—and his true identity. On the BATTLE RAM, he travels to the turbulent areas of Eternia—or, through Grayskull's Space Portals, he travels to the warring planets of the Universe—as an ambassador of good cheer, but also as a powerful agent of justice—HE-MAN!

Where the turmoil is greatest, the Prince is most likely to find the evil MASTERS OF THE UNIVERSE. Upon such an encounter, Prince Adam sheds both his royal attire and his carefree manner. He strikes his sword against stone and "by the power of Grayskull" becomes...HE-MAN!

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MAN-AT ARMS

Prince Adam's lifelong friend and mentor. As leader of the royal guard, and trusted aide to the King and Queen, Man-At-Arms is privy to all information and secrets passing through the palace and the kingdom. He takes his duties seriously and tries as best he can to keep the headstrong Prince abreast of important affairs. Man-At-Arms feigns impatience with the wild escapades of his young charge, helping to perpetuate Prince Adam's desired image as an irresponsible royal heir. The crusty soldier knows that his behavior is merely a facade on Adam's part, and has been ever since the day he became He-Man.

In his spare time, Man-At-Arms is always working on some new, ingenious creation...he comes from a long line of master craftsmen, specializing in weapons and their accessories. His finest efforts, including the Battle Ram's CATAPULT, have provided lasting and valuable service to He-Man.

When it comes to protecting his Kingdom and serving the King and Queen, Man-At-Arms is all business. Thus he has little patience for the comic antics of the only other person entrusted with Prince Adam's solemn secret...

GORPO

The tiny, mystical alien from another dimension. He floats a couple feet off the ground, and yet he is still not as tall as our other characters. His oversize hat keeps his face in shadow at all times. All that can be seen are his huge eyes. In his society, faces were considered sacred and private. One must never show his face! Thus no one has ever seen Gorpo's.

Years ago, when Prince Adam was a child, a freak magnetic storm ripped open a dimensional portal, stranding Gorpo in Eternia. He risked his life to rescue the young Prince from drowning in a cataclysmic flood. A grateful King and Queen offered Gorpo anything of his choosing...land...riches...nobility...But these were unimportant to Gorpo. The one thing he had never had was a family. So, as his reward he requested to stay on with the Royal Family. He took up lodging at the Palace. His amusing tricks and sage advice so pleased the young Prince that the King and Queen decreed Gorpo to be the offical Magical Jester-In-Residence!

Of course, his is not the powerful magic of Grayskull or the Masters of the Universe. Gorpo has a hard enough time just pulling a rabbit from the helmet, or making an egg materialize. In the case of the rabbit, it invariably gets loose and scares Prince Adam's tiger, Cringer, precipitating a wild chase through the palace. In the case of the egg, it usually materializes in Man-At-Arms' pocket...broken!!!

As the frequent accidental foil of Gorpo's errant magic, Man-At-Arms is not exactly his biggest fan. But he will concede Gorpo to be loyal, brave and discreet when it comes to the campaigns of He-Man. For as Prince Adam's loyal friend since childhood, Gorpo is the only other Eternian besides Man-At-Arms in whom Adam has entrusted the secret of his dual identity as He-Man.

One of Gorpo's most enthusiastic followers is also the apple of Man-At-Arms' eye...indeed, the joy of most members of the royal court. Man-At-Arms' daughter...

TEELA

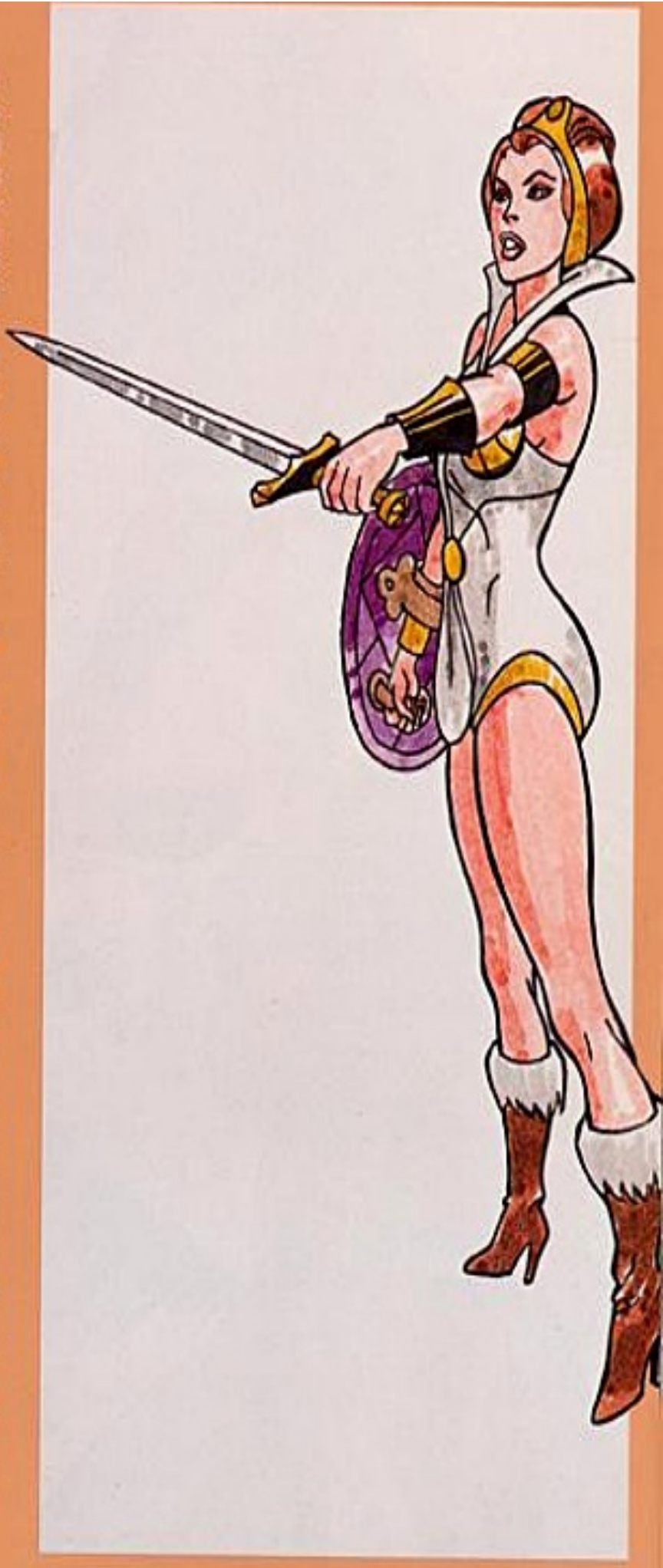
Headstrong and independent in her own right, Teela is an attractive, quick-witted member of the royal guard. She is assigned the guard's most difficult and challenging task: keeping watch over the unruly Prince Adam! Teela accepts her "body guard" duty with grave reservations since she's had plenty of time to scope out Adam's wild behavior in her formative years at the royal palace. She can't believe her father, Man-At-Arms, could stick her with such a lemon assignment. But Man-At-Arms knows what he's doing...Teela's resourcefulness, mastery of martial arts and marksmanship with a freeze ray make her well qualified to protect a future King. In fact, Teela does her job so well that Prince Adam frequently has his hands full just trying to elude Teela's watchful eye long enough to slip away and become He-Man!

Man-At-Arms has arranged it so that he can keep tabs on both his daughter and his royal charge... and, it's plain to see that he's not above a little matchmaking either. But, regardless of how Adam feels about it, Teela is not the least bit interested in the roguish prince. She only has eyes for He-Man, who, during one of Adam's rousing nights in the Silent Forest, rescued Teela from a swarm of behemoth pterodactyls.

She returned the favor, saving He-Man by using her freeze ray on the pterodactyls' vengeful mother just before the monster strafed He-Man from behind. For Teela and He-Man, it was love at first rescue, and the fact that Adam was nowhere in sight only served to reinforce Teela's affection for He-Man. She doesn't have the foggiest notion that Adam and He-Man are one and the same...

Which is not to say that Teela and Adam don't get along. After all, they've known each other since childhood. But they get along like a teasing brother and sister. In lighter moments, their repartee is filled with playful ribbing, fast put-downs, and good-natured critiques of each other's strengths and weaknesses. In times of real danger, however, Adam manages to disappear, leaving Teela holding the bag until, without warning, He-Man storms onto the scene to help out. Teela's resourcefulness, fast thinking, and straight aim are a perfect complement to He-Man's explosive muscle and bustle.

The final member of this winning team is Prince Adam's pet tiger...



CRINGER/BATTLE CAT

CRINGER. The giant feline with sharp saber fangs and a long yellow streak down his back. To say that this hulking, ten-foot-long Eternia Tiger is a pacifist would be an understatement...he's a confirmed coward. Cringer stands on all fours, that is until he's frightened by his own shadow, and then you can find him cowering in Adam's arms. He's always trying to persuade the prince to avoid hazardous journeys, like a visit to the Tomb of the Spirits, in favor of more pressing affairs, like a raid on the palace pantry.

And yet, Cringer can be pushed only so far, because lurking behind this tame, fussy, scaredy-cat exterior is a fearless jungle beast. When He-Man and Teela go into battle, so does Cringer. For with a ray blast from He-Man's sword, Cringer is instantly tranformed into...

BATTLE CAT. Carrying He-Man and Teela into battle... fighting by their sides...courageous, ferocious...with jaws of steel, claws of terrifying power, and breath-taking agility...this is BATTLE CAT in action.

THE SORCERESS/ ZOAR THE FALCON

The beautiful cosmic goddess and resident caretaker of Castle Grayskull. She uses her magic powers and gifts of precognition and telepathy to aid He-Man in his campaign against Skeletor and the Masters of the Universe. However, she is only able to retain her womanly form as long as she is within Grayskull. To venture further away, she must transform herself into the graceful falcon known as ZOAR. Zoar can fly anywhere in Eternia, often doing so to summon Adam or He-Man to Grayskull, where Zoar once again becomes the Sorceress.

Only the Sorceress comprehends the full extent of Grayskull's powers—and it is often she who will show He-Man how he can make use of these powers to augment his tremendous strength.

RAM MAN

Though a bit slow-witted and thick, Ram Man is a devoted friend and ally of He-Man. Ram Man's power comes from his legs and his head, enabling him to launch himself at any object and batter it down. In tough situations, when our heroes have to "use their heads" to get out of Skeletor's traps, Ram Man is likely to take that expression literally, and bash his way out to freedom.

STRATOS

Leader of the Eternian Birdmen, Stratos is the master of the skyways. Once, when Skeletor's forces had surrounded the Birdman's mountain peak city, Avion, only the last minute intervention of He-Man saved Stratos and his people from capture. Since then, there has been a strong bond of friendship between He-Man and Stratos, and the two frequently team up to combat the Masters of the Universe.

MAN-E FACES

Once he was Eternia's most distinguished actor, until an evil spell from Skeletor transformed him into three separate beings all within the same body! As an actor, Man-E is a gentle soul, whose only desire is to perform before an appreciative audience. But a magical command from Skeletor transforms the hapless thespian into a terrifying monster which exists only to destroy! Another magic word, and Man-E is changed into a mighty, mechanized robot, ready to do the bidding of the first to command him!

Man-E hopes to someday find a remedy for Skeletor's spell. But until he does, he is fated to go on carrying the personalities of a monster and a robot inside him!

THE TALON FIGHTER

A winged flying vehicle able to execute death-defying aerial acrobatics. It is equipped with a special laser bombpack under its belly. The Talon Fighter is frequently perched atop Castle Grayskull. Only He-Man has the physical fortitude and strength of will to control the Talon Fighter. Much like a wild bucking bronco, the vehicle will go berserk and fly out of control with anyone but He-Man in its command module.

ZODAC

Neither good or evil, Zodac rides among the stars, observing events all over the cosmos. Though he possesses mighty powers, the Cosmic Enforcer has sworn to take no part in the struggles of men.

Though he cannot directly change the course of human events, Zodac can warn people of impending disaster so they can take the proper precautions.

ATTACK TRACK

This mechanized vehicle is more human than machine, as it has a personality all its own! It obeys He-Man's spoken commands almost as a horse would. But if a villain sits in the driver's seat, watch out! Anyone trying to steal Attack Track would wind up thrown out of the vehicle when the machine rebelliously throws itself into reverse!

Attack Track can communicate to He-Man in a series of simple words and electronic sounds. It can also alter its movement patterns to go evenly over all kinds of rough terrain from sand dunes to rocky mountainsides to wet swamps.

The immense power of He-Man and the combined skills and abilities of those around him would seem enough to stave off most any adversary.

But our villians are not just "any adversary." They are the most powerful and dreaded enemies mankind has ever known...the awesomely frightening MASTERS OF THE UNIVERSE!

And they are led by the sinister living skeleton...

HE-MAN.ORG

SKELETOR!

Simply put, Skeletor is the wickedest creature that ever strode the cosmos. A sinister demon from another dimension, Skeletor seeks to dominate the Universe. The conquest of Eternia, and particularly the acquisition of the mysterious secrets of Grayskull would give Skeletor the power he needs. And all that stands in his way is He-Man.

While Skeletor does not comprehend the nature of Grayskull's secrets, his diabolical mind senses that he who would rule the Universe must first rule Grayskull. Thus he never rests in his attempt to gain control of Eternia. To that end, he commands all the evil beings of the cosmos. Though Mer-Man, Beastman, Evil-Lyn and Trap Jaw each secretly desire to rule Eternia by themselves, they know that Skeletor is their master, and must ultimately bow to his will.

Skeletor has a megalomaniacal temper, ranting and raving when things do not go his way. He-Man is Skeletor's arch nemesis and the mere mention of his name sends the living skeleton into fits of rage!

Skeletor possesses a magical Ram's Head Staff which shoots power rays. He also has his own counterpart to He-Man's Battle Cat...a ferocious four legged feline named...

PANTHOR

Skeletor's personal mount, a huge, snarling black panther. This is the one animal that is just as nasty as Skeletor is, and the two make a fearsome sight riding into battle together. Panthor and Battlecat are sworn enemies, and the two fight fiercely every time their masters, Skeletor and He-Man, engage in combat. Panthor can also be ridden by Skeletor's savage right-hand beast...

BEASTMAN

This lumbering brute is Skeletor's personal enforcer and henchman. Possessing a savage nature and tremendous strength, Beastman is a match for anyone on Eternia except He-Man. The growling Beastman is able to communicate with most of the more vicious animals of Eternia, and can bend their wills to his own evil command. Beastman, however, is totally subservient to Skeletor, and never makes a move without his superior's approval. Try as he might, the hapless servant seems unable to please his master. And when things go wrong it is usually Beastman whom Skeletor will blame and to whom he will direct his tirades of rage.

Skeletor, Beastman and Panthor reside in a mammoth lair of evil called...

POINT DREAD

Point Dread is a craggy peak emerging from the Eternian Ocean. It is an extinct volcano with a tunnel leading down to a fantastic ruined, Atlantis-like city hidden beneath the ocean floor. Inside Point Dread, Skeletor keeps all the treasure he has plundered from a thousand worlds. There are also mines and construction sites waiting for the slaves Skeletor plans to take once he has seized control of Eternia.

But the heart of Point Dread is the great council chamber where Skeletor summons the sinister Masters of the Universe. Here Skeletor sits on a raised platform above the round table where are gathered the likes of...

MER-MAN

The Warlord of Water, Mer-Man is called upon whenever Skeletor's plans involve oceans, rivers or lakes. He is an amphibious creature, able to function equally well on land and in water. He is also able to command vicious sea creatures such as winged sharks and stretching eels. Mer-Man's powers are affected to a great extent by the tides and thus by the Eternian moons. Sometimes He-Man is able to temporarily neutralize Mer-Man's powers by aligning the moons to create low tide.

TRI-KLOPS

A sinister three-eyed bounty hunter, Tri-Klops has panoramic vision which makes it impossible for any enemy to sneak up on him. For his three eyes are evenly spaced around his head allowing him to look in three directions at once. Furthermore, each of the three eyes has its own unique function when swiveled around to the front of his face. One eye has Night Vision, one eye can see great distances in "Distavision," and the third eye possesses "Gamma Vision" which permits Tri-Klops to see around corners like a periscope.

But Tri-Klops' powers aren't just restricted to sight. He is a skilled hunter, possessed of brute strength. Tri-Klops uses his powers toward one goal only — wealth. He's a mercenary who hires himself out to the highest bidder. But more often than not, Skeletor will try to double cross the three-eyed monster-for-hire!

EVIL-LYN

Beautiful, sultry, and sinister, Evil-Lyn is an ally of Skeletor's, and a wicked counterpart of Teela. Graceful and athletic, she is a skillful warrior, but she prefers deceit and trickery to a fair fight whenever possible. Evil-Lyn has a magical crystal ball wand which can project images of the future. It can also glow in a brief, brilliant flash which temporarily blinds an attacker, and allows her a chance to escape.

TRAP-JAW

This part human, part robot cyborg is a fearsome criminal. Stranded on Eternia, he has fallen under the command of Skeletor, who uses him as one of his fearsome enforcers. Trap-Jaw has a removable artificial arm, which can be replaced by a laser blaster, hook, or sword blade. Half of his mouth is a hideous steel trap, and his nature is totally evil and villainous. Trap-Jaw is an escapee from the biggest jail in the universe...

FAKER

An evil, imperfect double of He-Man. Mystically created, Faker was intended to be an exact duplicate of He-Man, controllable only by Skeletor. But something went wrong with the spell, and the He-Man duplicate emerged as a miscolored, negative version of the original. Through magic, Skeletor is able to make Faker look exactly like He-Man, but the spell lasts only a short time. As soon as it wears off, Faker is revealed as his true, evil self. Faker has much of He-Man's strength, but not the knowledge of his double identity with Prince Adam.

PRISON STAR

A gigantic space ship which functions as a mobile penal colony for the worst criminals in the cosmos. Here, all manner of evil humanoid and alien creatures are kept in punishment for their crimes.

In his quests for the perfect adversary to defeat He-Man, Skeletor has been known to break criminals out of Prison Star and use them as his evil agents.

These, then, are our players as He-Man pursues justice and freedom for all peoples and creatures...both on Eternia and throughout the cosmos.

Our series is essentially one of good triumphing over evil. The stories will maintain action, adventure and suspense interspersed with comic relief from the likes of Gorpo, Cringer and Ram Man.

The focus of conflict will be on He-Man versus Skeletor or his minions, as Skeletor plots for more power, control and domination of Eternia, and ultimately, the Universe. The principal featured characters who will participate in all the episodes are Man-At-Arms, Gorpo, Teela and Cringer/Battle Cat fighting along with He-Man, and Panthor and Beastman at Skeletor's side. The other characters, as well as new ones, will function as recurring "guest stars" in various episodes.

The stories will often take place on Eternia, with its vast array of terrains, colorful locales and settings. However, some of our adventures will take us to distant planets which Skeletor is attempting to enslave, or which possess a mystical treasure of value to Skeletor or He-Man.

And some stories will be sufficiently broad in scope to warrant, if desired, some "two part" episodes.

All in all our series will offer a blend of...

Sword and Sorcery...
Science Fiction...
Action-Adventure...
And Comedy...

...based upon the fabulously successful Mattel toys.

Timeless stories of...

Heroism...
Conquest...
And utimately good triumphing over evil!

This is...

HE-MAN
and
THE MASTERS OF THE UNIVERSE

HERE ARE SOME OF THE STORIES...

CAT'S CRADLE

Adam, Man-At-Arms, Gorpo and Cringer are at Grayskull, investigating the Castle's vast mystical treasures. While looking for a quiet place to sleep, Cringer enters a doorway and vanishes! Too late, Man-At-Arms explains that it is a teleportation doorway to anyplace on Eternia. Where Cringer will wind up is anybody's guess!

Meanwhile, Cringer finds himself emerging in the swamps near the Iron Mountains. There he is captured by Beastman, who has no trouble subduing the frightened tiger.

Cringer is brought to Skeletor, and the arch-villain gets an evil idea. Using his magic, Skeletor transforms his own savage mount, Panthor, into an exact duplicate of Cringer. Then he sends Panthor back to Palace Eternia with the order to bring back Prince Adam. With the Prince as his captive, Skeletor could force the King to hand over the rulership of Eternia to him!

That night, Adam is relieved to see "Cringer" again, safe and sound. But it isn't long before Panthor carries out his orders, and succeeds in carrying off an unsuspecting Adam.

Only Gorpo has seen what happened, and it's up to him and Man-At-Arms to follow Adam, and somehow get the magic sword to him.

In the swamps, Man-At-Arms uses his warrior's skill and sophisticated weaponry to keep Beastman and Skeletor at bay while Gorpo returns the sword to the now-captive Adam.

With the sword again in their possession, Adam and Cringer become He-Man and Battle Cat, and leap into the fight to help Man-At-Arms. Beastman calls up a hideous swamp demon to do battle with He-Man, but the monster is no match for He-Man's might. He vanquishes the creature, and Skeletor and Beastman swiftly depart to plan treachery anew.

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THE QUEST FOR HE-MAN

Skeletor's attempts to conquer Eternia have all been thwarted by He-man. So Skeletor concocts a fiendish diversion to lure his nemesis away. He directs his ally, Evil-Lyn, to use her dark magic to activate the VULCAN MOUNTAINS. This range of volcanoes on the far side of Eternia has been dormant for years. But soon massive explosions and cataclysmic eruptions are rocking the entire planet!

Prince Adam becomes He-Man and undertakes the perilous journey to the Vulcan Mountains. There he smashes his way underground to the source of the volcanic pressure. Creating new tunnels and caverns with only his fists, he is able to redirect the lava, barely escaping being buried alive!

But with He-Man far from the City of Eternos, Skeletor and his forces descend upon the city. Overpowering Eternia's defenses, they invade the Royal Palace, capturing many of He-Man's allies, but Gorpo and Cringer manage to escape.

With Eternia's weapons to add to his own, and with no one left to stop him, Skeletor proceeds to Castle Grayskull. At last he shall know the secret of Grayskull, for not even the Castle's Sorceress can withstand his magic, plus all the weapons in Eternia!

Meanwhile, Gorpo and Cringer must get word to He-Man before Skeletor defeats the Sorceress and enters Grayskull. Thus the little magician and the tiger, who don't get along in the first place, are forced to work together. Overcoming natural obstacles as well as Skeletor's evil minions, they make their way to the Vulcan Mountains and He-Man.

The "most powerful man in the Universe" rushes back to Grayskull to find the weakened Sorceress about to topple from Grayskull's turret...and Skeletor ripping apart the Jawbridge, about to enter the Castle. He-Man goes to work, and even though Beastman communicates with some vicious wild animals and is able to call them to Skeletor's aid, He-Man successfully fights them off and forces Skeletor and Beastman to flee!

Afterwards, Gorpo has to admit that sometimes teamwork produces the best results, even if his teammate is Cringer!

EVIL-LYN'S PLOT

He-Man comes to the rescue of the dwarves of the Iron Forest. It seems that Skeletor is after a magic lodestone that the dwarves possess, and if the evil one gets it, he could become even stronger than He-Man! He-Man and Battlecat engage Skeletor and Panthor in battle, and drive them off. The dwarves are grateful, and thank He-Man for saving them.

Back in his lair, Skeletor broods over his defeat. There must be a way for him to steal that stone! The witch Evil-Lyn gives him the answer — trick the dwarves into handing it over to one of Skeletor's secret allies, and do this by taking advantage of their well known tendency to boast.

With a magic spell, Skeletor transforms the witch Evil-Lyn into a beautiful young girl. She tells the dwarves that she has wandered far from home and become hopelessly lost in the Iron Forest. She gains the dwarves' sympathy, and they take her into their fortress. Once inside, she tells them she has heard stories of the magic lodestone they are guarding, but she knows it couldn't be true. The dwarves can't resist the opportunity to show off, and they take her into their secret vault. Evil-Lyn reverts to her nasty self, grabs the stone and escapes.

The dwarves send out a desperate call to the Sorceress, who in turn alerts Prince Adam to the situation. Adam once again becomes He-Man, and he and Battlecat ride to confront their enemies, but they are too late, for Evil-Lyn has already delivered the stone to Skeletor. As Skeletor chants the magic spell, Evil-Lyn keeps He-Man busy by bringing an army of rock monsters to life, and sending them into battle against our hero. He-Man reduces them to rubble, but then he finds he has the super-strong Skeletor to deal with.

During their battle, He-Man seizes Skeletor's magic stone and smashes it. With his source of super-strength gone, Skeletor knows he can't fight He-Man and win. He vanishes with Evil-Lyn, vowing to return someday and destroy He-Man forever!

Later, He-Man celebrates the victory with the dwarves of the Iron Forest. They have learned their lesson, and next time promise to be less vain in the future.

HE-MAN.ORG

THE TIME MACHINE

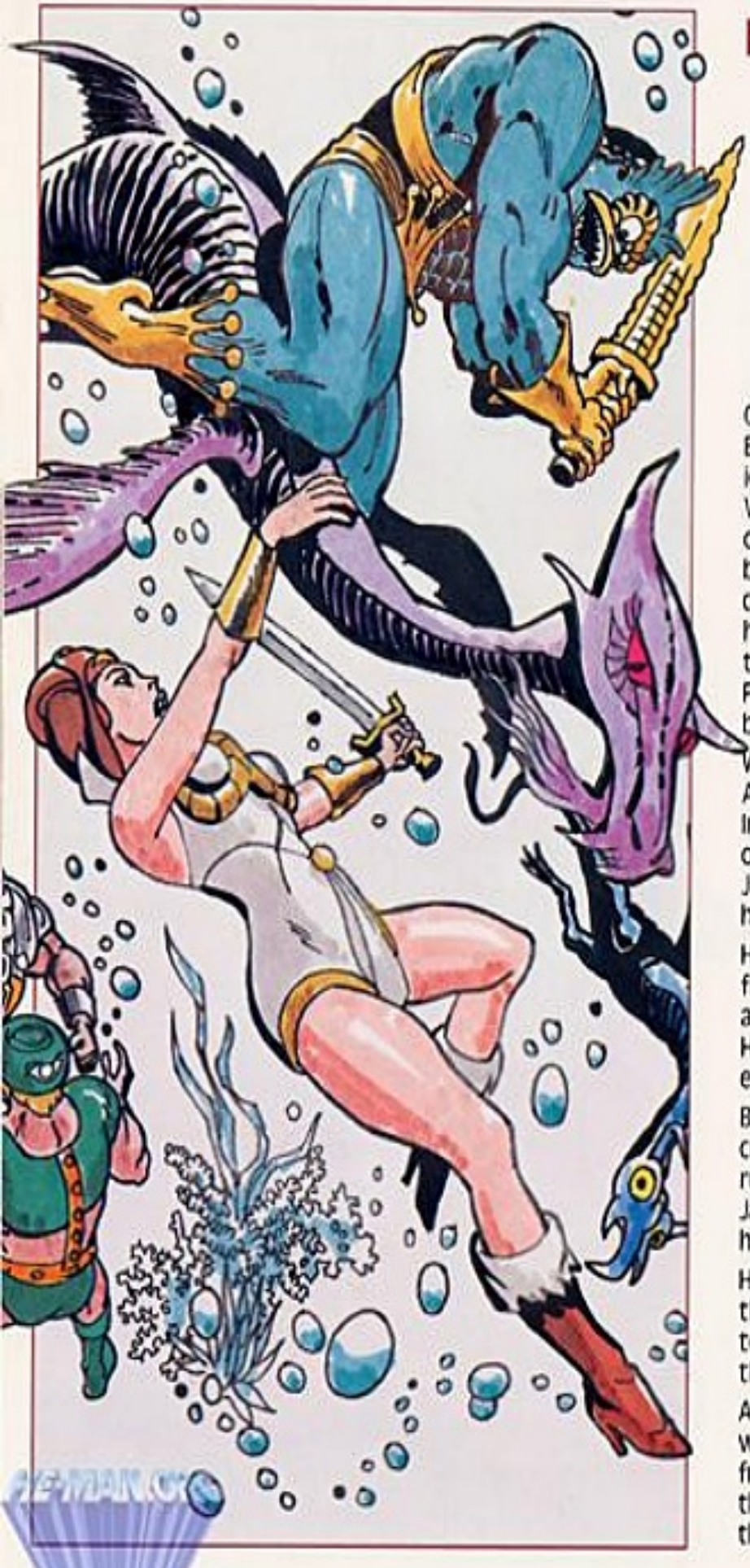
Prince Adam is picnicking with Gorpo and Man At Arms when they hear the distraught screech of ZOAR THE FALCON. Heeding the summons, they rush to Castle Grayskull where Zoar changes into the Sorceress. She warns them that Eternia is in grave danger. She had been looking into the past in her Window of Time and had seen Skeletor there! The evil ghoul has built a Time Machine, hoping to conquer Eternia in the past, thus destroying present-day Eternia!

Changing into He-Man, Prince Adam and his friends enter one of Grayskull's Time Portals and are transported to ancient Eternia. No sooner do they arrive than the silence is shattered by an explosive ROAR! A tribe of prehistoric CAVE PEOPLE is being attacked by a gargantuan DRAGOSAUR. He-Man boldly provokes the creature, allowing the Cave People time to escape. In so doing, he wins the trust of their leader, a beautiful warrior named ZILORA. Skeletor, and his APE SLAVES have been terrorizing Zilora's tribe and forcing them to labor on a mysterious secret project of Skeletor's.

Zilora takes He-Man to the site of this project. It is the very spot where Castle Grayskull now stands! Skeletor is building his own Castle of Evil. If it is allowed to remain in this spot, it will eventually destroy Grayskull and He-Man!

He-Man, Gorpo and Man-At-Arms begin to demolish Skeletor's Castle. But while they are occupied, Skeletor kidnaps Zilora and imprisons her on DRAGOSAUR ISLE. He-Man must go alone to this dreaded island of demons and dragosaurs. Fighting off monstrous beasts three and four times his size, He-Man makes his way to the center of the island where Zilora is imprisoned in a steel cage. A fierce battle ensues and ends when He-Man literally demolishes the steel cage, and frees Zilora.

Finally, battling Skeletor's Ape Slaves, and Skeletor himself, He-Man turns his attention back to Skeletor's Castle. Skeletor's magic allows him to escape, but not before He-Man pulverizes his Castle of Evil.



FLAMERON'S SLAVES

Gorpo accompanies Prince Adam to a remote part of Eternia to test Man-At-Arms' latest invention. Gorpo ignores Adam's warnings and wanders into the forbidden Valley of Flames in search of a rare magical herb. He comes upon a baby DRAGON sinking in the quicksand of a bottomless pit. Using levitation, Gorpo rescues the dragon. But suddenly he finds himself surrounded by hideous FLAME PEOPLE. Their leader, FLAMERON, is a cruel tyrant who has enslaved all the creatures of the Valley of Flames. He captures Gorpo. The little magician should bring a fair price...from Flameron's partner...SKELETOR!

When Gorpo fails to return to camp, the worried Prince Adam becomes He-Man and sets out after his tiny friend. In the Battle Ram he follows Gorpo's trail into the Valley of Flames where he discovers that Flameron and Trap Jaw have joined forces to destroy all of Eternia in a holocaust of flames!

He-Man frees Gorpo and, with the aid of Gorpo's dragon friend, leads the creatures of the Valley in a revolt against the Flame People. The battle culminates when He-Man breaks a natural dam above the Valley, and the ensuing flash flood douses the Flame People.

But the evil warrior Trap Jaw seeks revenge on the creatures of the Valley. They had taken refuge from the rushing waters on a high suspension bridge. Now Trap Jaw begins chomping his deadly metal jaws on the cables holding the bridge!

He-Man chains Trap Jaw's jaw shut just before he chews through the cable. Finally, He-Man creates a giant pump to remove the floodwaters from the Valley of Flames so that the creatures may return to their homes.

Afterwards, Gorpo apologizes for not heeding Adam's warning about the Valley of Flames. Gorpo promises that from now on, he will always listen and obey, but the looks that pass between Adam and Man-At-Arms tell us that they really can't buy that!

A BRIEF HISTORY OF FILMATION

The year 1962 saw the founding of one of America's premiere animation houses, Filmation Studios. During this period the studio was involved in the production of commercials and documentaries. In 1963, the studio produced its first Saturday Morning series, "Superman," a solid hit which ran for three years on CBS. Filmation was quick to follow the success of "Superman" with other superhero and comic-related shows, and the late '60s saw the arrival of "Aquaman," "Batman," and the phenomenally-rated "Archies" show.

"The Archies," and its sister show, "Sabrina," ran until 1974 on CBS. It was during that time that Filmation moved into the realm of live-action, with such fantasy and action-oriented shows as "Shazam," "Ark II," "Ghost Busters," and "Iris" garnering top ratings and critical acclaim.

The praise from critics and viewers alike was no less for Filmation's proudest animated achievement, "Fat Albert and the Cosby Kids." In its ten-year run, "Fat Albert" has been acclaimed by parents, educators and children everywhere. It has been the recipient of countless honors, including the Emmy and the prestigious Peabody award.

When "Fat Albert" bowed in the early seventies, Filmation was truly coming into its own as a giant in the fields of animation and Saturday Morning production. A list of the shows produced in that time period include "The Brady Kids," "Mission Magic," "Jerry Lewis," "The Fabulous Funnies," "Mighty Mouse and Heckle and Jeckle," "Space Sentinels," "Uncle Croc's Block," "Lassie," and "Gilligan's Island." Recently, the studio unveiled a sequel to "Gilligan," "Gilligan's Planet," which is currently enjoying a successful run on CBS.

In addition, Filmation made a triumphant foray into feature production with "Journey Back To Oz" in 1973, as well as several prime-time holiday specials featuring Fat Albert, and "A Snow White Christmas" which aired in 1980.

In 1981, Filmation unveiled "Blackstar," a sword and sorcery fantasy that rocketed to the top of the Saturday Morning ratings. Not surprising, when you consider that Filmation has long been the leader in animated adventure shows. Beginning with "Fantastic Voyage" and "Journey to the Center of the Earth" in 1967, the studio went on to produce the now-classic, Emmy award winning animated "Star Trek" series, as well as animated versions of "Tarzan," "Zorro," "The Lone Ranger," "Flash Gordon," and other sci-fi and fantasy favorites.

It is in this spirit that the studio now makes ready to tackle one of its most ambitious projects, the animated adventures of "He-Man and Masters of the Universe."

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70 UNIVERSAL CITY PLAZA, UNIVERSAL CITY, CA 91608, (213) 760-8800
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